Slaughterstone Eviscerator*: N L Construct (Earth)

HD: 15 (112 hp) **INIT:** +0
AC: 29 (T 9, FF 29) **SPD:** 30 ft.
ATK: 4 blades +21 (2d8+11/18–20/×3, magic, adamantine)
SA/SQ: Construct traits, DR 10/adamantine, darkvision 60 ft., enhanced mobility* (move up to 15 ft. and full attack), low-light, resist acid 10, cold 10, elec 10, and fire 10, reach 10 ft., tunnel fighting* (no attack/AC penalty when squeezing), SR 20
SV: Fort +5, Ref +5, Will +5
AB: S 29, D 11, Cn —, I —, W 11, Ch 1
SK/F: Whirl Atk
POSS: 4 +2 *adamantine blades*
CR: 12

Monster Manual III

Dragonborn* Fighter: LN M Humanoid (Dragonblood*, Dwarf) Ftr6

HD: 6 (61 hp) **INIT:** +0
AC: 23 (T 11, FF 23) **SPD:** 20 ft.
ATK: Axe +10/+5 (1d8+5/×3)
SA/SQ: +2 AC against dragons, breath wpn 1/1d4 rds (line, 30 ft., 3d8 acid, cold, electricity, or fire; Ref 16 half), darkvision 60 ft., dwarf traits, imm frightful presence
SV: Fort +9, Ref +3, Will +2
AB: S 16, D 10, Cn 18, I 10, W 8, Ch 11
SK/F: Climb +7, Jump +1, Lis –1, Spot –1; Cleave, Dragonbane** (full-rd: 1 atk against dragon, +4 atk, +2d6 dmg), Dragonfoe** (+2 atk against dragons, dragons get –2 saves against breath wpn), Gr Cleave, Imp Bull Rush, Pow Atk
POSS: *+1 full plate, +1 hvy steel shield, ring prot +1,* battleaxe, *cloak resist +1, pot cure ser*
CR: 6

*Races of the Dragon; **Draconomicon

 Illus. Steve Prescott

Aasimar Knight: LG M Outsider (Native) Ftr2

HD: 2 (17 hp) **INIT:** –1
AC: 19 (T 9, FF 19) **SPD:** 20 ft.
ATK: Warhammer +4 (1d8+2/×3)
SA/SQ: Darkvision 60 ft., *daylight* 1/day (CL 2nd), resist acid 5, cold 5, and fire 5
SV: Fort +4, Ref +1, Will +1
AB: S 15, D 8, Cn 13, I 12, W 12, Ch 16
SK/F: Dipl +5, Lis +4, Ride +4, Spot +4
POSS: Full plate, hvy steel shield
CR: 2
ECL: 3

 Illus. Thomas M. Baxa

Slaughterstone Eviscerator*: N L Construct (Earth)

 Illus. Dennis Crabapple McLain

Golden Protector: LG L Dragon (Aug Magical Beast, Extraplanar)

HD: 10 (125 hp) **INIT:** +3
AC: 29 (T 13, FF 26) **SPD:** 30 ft., F 60 ft. (Av)
ATK: 2 claws +19 (1d6+9, magic) *and* bite +13 (1d8+4, magic)
SA/SQ: Breath wpn 1/day (cone, 30 ft., 6d8 fire, Ref 21 half), DR 5/magic, darkvision 60 ft., imm fire, paralysis, and sleep, low-light, mag circ evil (self, continuous), pounce (full atk when charging, rake), resist acid 10, cold 10, and elec 10, rake 1d6+4 magic, smite evil 1/day (+10 dmg), SR 15
SV: Fort +13, Ref +12, Will +10 **AB:** S 28, D 17, Cn 22, I 18, W 20, Ch 18
SK/F: Conc +19, Dipl +19, Lis +18, Srch +17, S Mot +18, Spell +19, Spot +20, Surv +18; B-Fight
SPELLS: (CL 7th) 1st—*bless* (2), *det evil, div favor* (2), *ent shld, prot evil;* 2nd—*aid, b's endurance, b's strength, l restor, res energy;* 3rd—*daylight, disp mag, mag circ evil, rem curse;* 4th—*dismiss* (DC 19), *holy smite* (DC 19), *neut poison.* Domains: Good, Healing (Spell-Like Abilities; CL 7th) 2/day—gr *invis;* 1/day—*dim door*
POSS: *Bracers armor +2, ring prot +1*
CR: 13 **ECL:** 20

 Illus. Jim Nelson

Aspect of Bahamut*: LG H Dragon (Extraplanar)

HD: 12 (179 hp) **INIT:** +4
AC: 25 (T 8, FF 25) **SPD:** 30 ft., F 100 ft. (G)
ATK: Bite +22 (3d6+12) *and* 2 claws +17 (2d6+6)
SA/SQ: Blindsense 60 ft., breath wpn 1/day (cone, 40 ft., 12d6 cold, Reflex 24 half), DR 5/epic, darkvision 120 ft., frightful presence (150-ft. radius, HD 11 or fewer, Will 22 neg), imm cold, paralysis, and sleep, low-light, reach 10 ft. (bite 15 ft.)
SV: Fort +16, Ref +7, Will +14
AB: S 34, D 9, Cn 26, I 23, W 24, Ch 23
SK/F: Dipl +23, H Animal +21, Intim +21, Lis +24, Srch +19, S Mot +22, Spot +24, Surv +9; Cleave, Pow Atk, Tempest Breath** (breath wpn produces windstorm)
CR: 12

*Races of the Dragon; **Draconomicon

 Illus. Jim Nelson

Tordek, Dwarf Champion: LG M Humanoid (Dwarf) Ftr27

HD: 27 (261 hp) **INIT:** +5
AC: 39 (T 11, FF 38) **SPD:** 30 ft.
ATK: Axe +44/+39/+34/+29 (1d10+17/19–20/×3, magic, brilliant energy, ghost touch plus 1d6 elec [1d10 crit] plus 2d6 crit); **or** warhammer +42 rg (1d8+17/17–20/×3, magic)
SA/SQ: Darkvision 60 ft., dwarf traits
SV: Fort +24, Ref +19, Will +15
AB: S 27, D 13, Cn 18, I 10, W 12, Ch 6
SK/F: Climb +22, Intim +18, Jump +21, Lis +1, Spot +6; Cleave, Dire Charge* (full atk on charge), Dodge, Gr Cleave, Pow Atk, Pow Throw** (pow atk w/ thrown wpn)
POSS: *+5 full plate, +5 hvy steel shield, am nat armor +5, ring prot +5, +5 brilliant energy ghost touch shocking burst dwarven waraxe, +3 throwing returning impact† warhammer, belt giant str +6, boots str/spr, cloak resist +5, eyes eagle, greater horn blast, pink Ioun stone, rope climbing*
CR: 27

*Epic Level Handbook; **Complete Adventurer; †Arms and Equipment Guide

Meepo, Dragonlord (Kobold): LN S Humanoid (Reptilian) Ftr8

HD: 8 (53 hp) **INIT:** +2
AC: 24 (T 12, FF 23) **SPD:** 20 ft.
ATK: Sword +13/+8 (1d4+5/19–20, magic)
SA/SQ: Darkvision 60 ft., light sensitivity
SV: Fort +6, Ref +4, Will +3
AB: S 14, D 14, Cn 12, I 10, W 8, Ch 13
SK/F: Dipl +9 (+12 dragons), Lis +1, Ride +3 (+5 dragons), Srch +2, Spot +1; Dodge, Dragonfriend* (+4 saves good dragons' frightful presence), Natural Leader** (+4 rally checks)
POSS: White dragonhide* full plate, *+1 hvy white dragonhide* shield, +1 short sword, 3 pot b's strength, 3 pot cure ser*
CR: 8

*Draconomicon; **Heroes of Battle

 Illus. Steve Prescott

Cleric of Syreth: LG M Humanoid (Human) Clr1

HD: 1 (9 hp) **INIT:** –1
AC: 15 (T 9, FF 15) **SPD:** 20 ft.
ATK: Mace +2 (1d8+2); **or** crossbow –1 rg (1d8/19–20)
SA/SQ: Turn undead 8/day (+1, 2d6+3, 2nd)
SV: Fort +3, Ref –1, Will +4
AB: S 14, D 8, Cn 13, I 10, W 15, Ch 12
SK/F: Conc +6, Heal +6, Know (relig) +4, Lis +2, Spot +2
SPELLS: (CL 1st; CL 2nd good) 0—*cr wtr, det mag, resist;* 1st—*bless, mag wpn, prot evil.* Domains: Good, Protection
POSS: Chain shirt, hvy steel shield, hvy mace, lt crossbow w/ 20 bolts, wooden holy symbol, adventurer's standard pack, 13 gp
CR: 1

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*Eberron™ Campaign Setting

 Illus. Steve Ellis

Griffon Cavalry: CG M Humanoid (Human) Ftr9

HD: 9 (53 hp) **INIT:** +3

AC: 19 (T 15, FF 15) **SPD:** 40 ft. mounted; base 20 ft.

ATK: Axe +10/+5 (1d8/×3) *and* 2 clawfoot talons +7 (1d8+4) *and* 2 clawfoot foreclaws +2 (1d3+2) *and* clawfoot bite +2 (1d6+2); **or** bow +14/+14/+9 rg (1d6+2/×3, magic)

SA/SQ: Evasion, fav enemy (+4 animals, +2 elves), halfling traits, swift tracker, wild emp +11 (+9 magical beasts, +15 dinosaurs), woodland stride

SV: Fort +9, Ref +11, Will +6 **AB:** S 10, D 18, Cn 14, I 10, W 14, Ch 10

SK/F: Climb +2, H Animal +10 (+14 dinosaurs), Lis +10 (+12 dinosaurs), M Sil +5, Ride +13 (+17 dinosaurs), Srch +13, Spot +14 (+16 dinosaurs), Surv +14 (+16 dinosaurs); Endur, Manyshot, Mount Arch, Mount Cbt, Track

SPELLS: 1st—*entang* (DC 13), *mag fang*; 2nd—*bark*

POSS: Mwk studded leather, mwk buckler, battleaxe, +2 *longbow* w/ 40 arrows, *cloak Cha* +2, clawfoot dinosaur* mount (4 HD, 26 hp, evasion), military saddle and harness

CR: 9

*Eberron™ Campaign Setting

13/60 ★ Illus. Michael Dubisch

D&D ROLEPLAYING STATS Illus. Ken Huey

Clawfoot Rider: NG S Humanoid (Halfling) Rgr9

T rdek, Dwarf Champion: LG M Humanoid (Dwarf) Ftr27

8/60 ★ Illus. Ralph Horsley

Small Copper Dragon (Very Young): CG S Dragon (Earth)

HD: 8 (60 hp) **INIT:** +0

AC: 18 (T 11, FF 18) **SPD:** 40 ft., F 100 ft. (Av)

ATK: Bite +11 (1d6+1) *and* 2 claws +8 (1d4)

SA/SQ: Blindsense 60 ft., breath wpn 1/1d4 rds (line, 40 ft., 4d4 acid, Ref 15 half **or** cone, 30 ft., slow 1d6+2 rds, Fort 15 neg), darkvision 120 ft., low-light, imm acid, paralysis, and sleep, spider cl

SV: Fort +7, Ref +6, Will +7

AB: S 13, D 10, Cn 13, I 12, W 13, Ch 12

SK/F: Bluff +12, Dipl +5, Lis +14, Srch +12, S Mot +12, Spot +14

CR: 5

ECL: 11

D&D ROLEPLAYING STATS Illus. Scott Roller

Goliath* Cleric of Kavaki: NG M Monstrous Humanoid Clr6

HD: 6 (54 hp) **INIT:** –2

AC: 17 (T 8, FF 17) **SPD:** 20 ft.

ATK: Greatclub +9 (2d8+5, magic)

SA/SQ: Darkvision 60 ft., goliath traits*, mountain movement* (no penalty on accelerated climb, Jump DCs as running), powerful build (treat as L when advantageous), turn undead 4/day (+3, 2d6+7, 6th)

SV: Fort +8, Ref +0, Will +8

AB: S 16, D 6, Cn 16, I 10, W 16, Ch 13

SK/F: Conc +8, Lis +3, S Mot +5, Spell +4, Spot +3; Imp Bull Rush, Pow Atk

SPELLS: 0—*det mag* (2), *guid* (2), *r mag*; 1st—*bless* (2), *enl per*, *prot evil*, *shld faith*; 2nd—*b's strength* (2), *hold per* (DC 15), *l restor*, *silence* (DC 15); 3rd—*disp mag*, *mag vest*, *sear lgt* (+2 rg tch), *visage of the deity*** (6 rds; +4 Cha, resist acid 10, cold 10, elec 10). Domains: Strength, War

POSS: *+1 full plate*, *+1 Large greatclub*, scroll *neut poison*, scroll *rem disease*

CR: 6 **ECL:** 7 *Races of Stone; **Complete Divine

D&D ROLEPLAYING STATS Illus. Ralph Horsley

War Weaver: LN M Humanoid (Human) Wiz5/Wwv3*

HD: 8 (37 hp) **INIT:** +1

AC: 14 (T 12, FF 13) **SPD:** 30 ft.

ATK: Dagger +3 (1d4–1/19–20)

SA/SQ: Eldritch tapestry* (nonpersonal, harmless spells affect up to 4 allies), quiescent weaving 2* (store up to 2 spells in eldritch tapestry, release any or all as move action)

SV: Fort +5, Ref +4, Will +8 **AB:** S 8, D 13, Cn 14, I 18, W 10, Ch 12

SK/F: Conc +13 (+17 cast def), Lis +0, Spell +17, Spot +0; Dodge, Mobil

SPELLS: (CL 7th) 0—*acid spl* (+4 rg tch), *danc lgt*, *det mag*, *msg*; 1st—*mag armor*, *shield*, *slide*** (45 ft., move target 5 ft., no AoO; DC 16), snake's swiftness** (2; 45 ft., immed extra atk); 2nd—*b's strength*, *dimension hop*† (+1 touch; tport ally 15 ft.), *see invis*, *web* (DC 16); 3rd—*haste*, *gr mag wpn*, *prot energy*; 4th—*ice storm*, *gr invis*

POSS: *Bracers armor +2*, *ring prot +1*, mwk dagger, *wand mag missile* (30, CL 5th), *cloak resist +1*, scroll *prying eyes*

CR: 8

*Heroes of Battle: Wwv = war weaver prestige class; **Miniatures Handbook; †Player's Handbook II

D&D ROLEPLAYING STATS Illus. Jim Nelson

Spellscale* Sorcerer: CG M Humanoid (Dragonblood*) Sor1

HD: 1 (4 hp) **INIT:** +2

AC: 12 (T 12, FF 10) **SPD:** 30 ft.

ATK: Staff –1 (1d6–1); **or** crossbow +2 (1d8/19–20)

SA/SQ: AP 3**; blood quickening* 1/day, low-light

SV: Fort +0, Ref +2, Will +3

AB: S 8, D 14, Cn 10, I 10, W 13, Ch 17

SK/F: Bluff +7, Lis +1, Spell +4, Spot +1

SPELLS: Known (5/4) 0—*acid spl* (+2 rg tch), *daze* (DC 14), *disr und* (+2 rg tch), *ray frost* (+2 rg tch), *resist*; 1—*sleep* (DC 15), *shld*

POSS: Quarterstaff, lt crossbow, adventurer's standard backpack, 1 gp

CR: 1

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*Races of the Dragon; **Eberron™ Campaign Setting

D&D ROLEPLAYING STATS Illus. Steve Ellis

Griffon Cavalry: CG M Humanoid (Human) Ftr9

HD: 9 (72 hp) **INIT:** +1

AC: 23 (T 11, FF 22) **SPD:** 30 ft., F 80 ft. (Av) mounted; base 20 ft.

ATK: Lance +15/+10 (1d8+7/×3, magic plus 1d6 elec [1d10 crit]) *and* griffon bite +11 (2d6+4) *and* 2 griffon claws +8 (1d4+2)

SA/SQ: Pounce (griffon: full atk on charge), powerful charge (griffon: +2d6 dmg charging), 2 rakes 1d6+2 (griffon: when pouncing), reach 10 ft. only (lance)

SV: Fort +8, Ref +4, Will +5 **AB:** S 17, D 13, Cn 14, I 8, W 10, Ch 12

SK/F: Dipl +3, H Animal +6, Intim +4, Lis +0, Ride +13, Spot +1; Leader 10, Mount Cbt, Mounted Mobility* (rider and mount get +4 AC against AoO), Pow Atk, Ride-By Atk, Sp Charge

POSS: *+1 full plate*, *+1 hvy steel shield*, *+1 shocking burst lance*, *pot cur ser*, griffon mount (7 HD, 59 hp, Powerful Charge instead of Iron Will, Will save +3), military saddle and harness

CR: 9

*Heroes of Battle

D&D ROLEPLAYING STATS

Bonded Fire Summoner (Half-Elf): CG M Humanoid (Elf) Wiz5/Sum5*

HD: 10 (44 hp) **INIT:** +6

AC: 16 (T 13, FF 14) **SPD:** 30 ft.

ATK: Staff +4 (1d6–1 plus 1d6 fire)

SA/SQ: Elemental companion* (H fire elemental w/ imp evasion), half-elf traits, imm poison and sleep, low-light, resist fire 15

SV: Fort +5, Ref +5, Will +9 **AB:** S 8, D 14, Cn 14, I 18, W 10, Ch 12

SK/F: Conc +15 (+19 cast def), Dipl +4, Lis +1, Srch +5, Spell +19, Spot +3; Sudden Extend* (apply Extend Spell 1/day w/o prep or increased spell lvl)

SPELLS: (CL 7th) 0—*det mag* (2), *flare* (DC 15), *tch fatigue* (+3 tch; DC 14); 1st—*b hands* (DC 16), *exp retreat*, *mag missile* (2), *ray enfeeble* (+6 rg tch); 2nd—*blades fire** (wpn gets +1d6 fire damage), *invis*, *scorch ray* (2; +6 rg tch); 3rd—*blink*, *disp mag*, *haste*; 4th—*summ mon IV* (2)

POSS: *Am nat armor +1*, *bracers armor +2*, *ring prot +1*, mwk quarterstaff, *cloak resist +1*, *3 pot cure mod*, scroll *fire shield*, *wand fireball* (25; CL 7th)

CR: 10

*Miniatures Handbook: Sum = bonded summoner prestige class; *blades fire* already cast

D&D ROLEPLAYING STATS Illus. Des Hanley

War Ape: N M Animal

HD: 4 (33 hp) **INIT:** +2
AC: 15 (T 12, FF 13) **SPD:** 30 ft., C 30 ft.
ATK: 2 claws +7 (1d6+5) *and* bite +3 (1d6+2); **or**
2 bladed gauntlets +4 (1d6+5/19–20) *and* bite +3 (1d6+2)
SA/SQ: Low-light, scent
SV: Fort +7, Ref +6, Will +2
AB: S 21, D 15, Cn 16, I 2, W 12, Ch 7
SK/F: Climb +14, Lis +6, Spot +6
POSS: 2 bladed gauntlets*
CR: 2

Arms and Equipment Guide

D&D ROLEPLAYING STATS — Illus. Todd Lockwood

Azer Fighter: LN M Outsider (Extraplanar, Fire) Ftr1

HD: 3 (22 hp) **INIT:** +2
AC: 25 (T 12, FF 23) **SPD:** 20 ft.
ATK: Warhammer +8 (1d8+4/×3 plus 1 fire)
SA/SQ: Darkvision 60 ft., imm fire, SR 14, vuln cold
SV: Fort +7, Ref +5, Will +5
AB: S 18, D 15, Cn 12, I 10, W 14, Ch 12
SK/F: Climb +6, Hide +3, Jump +0, Lis +7, Srch +6, Spot +7; Cbt Reflex, Dodge, Pow Atk
POSS: +1 *scale mail*, mwk hvy steel shield, mwk warhammer, 2 *pot cure mod*
CR: 3
ECL: 7

D&D ROLEPLAYING STATS — Illus. Chad Sergesketter

Storm Archer: CG M Humanoid (Elf) Ftr1

HD: 1 (10 hp) **INIT:** +3
AC: 17 (T 13, FF 14) **SPD:** 30 ft.
ATK: Sword +3 (1d6+2/19–20, cold iron); **or**
bow +4 rg (1d8/×3)
SA/SQ: AP 3*; elf traits, low-light
SV: Fort +2, Ref +3, Will +1
AB: S 14, D 17, Cn 11, I 10, W 12, Ch 8
SK/F: Climb +4, Jump +4, Lis +3, Srch +2, Spot +3; Pt Blk Shot, Prec Shot
POSS: Chain shirt, cold iron short sword, comp longbow w/ 20 arrows, adventurer's standard backpack, 1 gp
CR: 1

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D&D ROLEPLAYING STATS — Illus. Jim Nelson

Wizened Elder Watcher*: NE M Plant Drd5

HD: 9 (89 hp) **INIT:** +0
AC: 19 (T 10, FF 19) **SPD:** 20 ft.
ATK: 2 slams +6 (1d8); **or** spear +6 (1d8/×3)
SA/SQ: DR 5/slashing, entang* (at will, as spell centered on caster, radius 60 ft., CL 9th; DC 17), low-light, plant traits, resist cold 5, resist nature's lure, spk plants* (as spell, CL 9th), trackless step, vuln fire, wild shape 1/day (S or M animal), wild emp +8 (+4 magical beasts), improved woodland stride (not affected by entangle effects)
SV: Fort +13, Ref +2, Will +9 **AB:** S 10, D 10, Cn 20, I 10, W 18, Ch 16
SK/F: Conc +11 (+15 cast def), H Animal +5, Hide –3 (+5 forest), Lis +9, Spot +9, Surv +17
SPELLS: 1st—*gdberry, f fire, mag stone, shill*; 2nd—*bark* (2), *b's strength*; 3rd—*gr mag fang, winter's embrace*** (45 ft., 1d8 cold/rd, fatigued after damaged twice, exhausted after 4 times; DC 17 for 1d4 cold, save each rd)
POSS: Hide, spear, *brooch shld*, 2 scrolls *cure mod*, 2 scrolls *call lgt*, scroll *prot energy*
CR: 7 **ECL:** 12 *Monster Manual IV; **Frostburn

D&D ROLEPLAYING STATS — Illus. Jim Nelson

Huge Fire Elemental: N H Elemental (Extraplanar, Fire)

HD: 16 (136 hp) **INIT:** +11
AC: 19 (T 15, FF 12) **SPD:** 60 ft.
ATK: 2 slams +17 (2d8+4 plus 2d8 fire)
SA/SQ: Burn, DR 5/—, darkvision 60 ft., elemental traits, imm fire, reach 15 ft., vuln cold
SV: Fort +9, Ref +17, Will +7
AB: S 18, D 25, Cn 18, I 6, W 11, Ch 11
SK/F: Lis +11, Spot +12; Cbt Reflex, Dodge, Mobil, Spring Atk
CR: 7

D&D ROLEPLAYING STATS — Illus. Dennis Crabapple McLain

Tavern Brawler: CN M Humanoid (Human) War2

HD: 2 (11 hp) **INIT:** +0
AC: 12 (T 10, FF 12) **SPD:** 30 ft.
ATK: Sword +4 (1d8+1/19–20); **or**
improvised wpn –1 rg (1d6+2)
SV: Fort +4, Ref +0, Will –1
AB: S 13, D 11, Cn 12, I 10, W 9, Ch 8
SK/F: Intim +4, Jump +6, Ride +1, Spot +1; Brutal Throw* (Str instead of Dex on thrown wpn), Endur
POSS: Leather, mwk longsword, 2 doses antitoxin, 50 gp
CR: 1

Complete Adventurer

D&D ROLEPLAYING STATS — Illus Ralph Horsley

Aspect of Tiamat*: LE H Dragon (Extraplanar)

HD: 12 (174 hp) **INIT:** +3
AC: 25 (T 7, FF 25) **SPD:** 30 ft., F 50 ft. (Cl)
ATK: 5 bites +21 (2d8+11/19–20) *and*
sting +16 (1d6+5 plus poison)
SA/SQ: Blindsense 60 ft., breath wpn 1/day each (cone, 50 ft. or line, 100 ft., 12d8 acid, cold, elec, or fire; Ref 24 half), crush (2d8+16, Ref 24 or be pinned, grp +31), DR 5/epic, darkvision 120 ft., imm paralysis and sleep, low-light, poison (Fort 24; 1d8 Con/1d8 Con), reach 10 ft. (15 ft. bite), resist acid 15, cold 15, elec 15, fire 15
SV: Fort +16, Ref +7, Will +11
AB: S 32, D 9, Cn 26, I 19, W 16, Ch 18
SK/F: Intim +19, Lis +18, Srch +19, S Mot +18, Spot +18, Surv +18; Cleave, Gr Cleave, Pow Atk
CR: 13

Red Hand of Doom

D&D ROLEPLAYING STATS — Illus. Michael Dubisch

Purple Worm: N G Magical Beast

HD: 16 (200 hp) **INIT:** –2
AC: 19 (T 4, FF 19) **SPD:** 20 ft., B 20 ft., S 10 ft.
ATK: Bite +25 (2d8+12) *and*
sting +20 (2d6+6 plus poison)
SA/SQ: Imp grab (bite, grp +40, swallow), swallow whole (up to H, 2d8+12 crushing plus 8 acid; AC 17, 25 hp), poison (Fort 25 neg, 1d6 Str/2d6 Str), reach 15 ft., tremorsense 60 ft.
SV: Fort +17, Ref +8, Will +4
AB: S 35, D 6, Cn 25, I 1, W 8, Ch 8
SK/F: Lis +18, Swim +20; Awesome Blow, Cleave, Imp Bull Rush, Pow Atk
CR: 12

D&D ROLEPLAYING STATS — Illus. Anne Stokes

Warden of the Wood (Half-Elf): CG M Humanoid (Elf) Drd8

HD: 8 (56 hp) **INIT:** +2
AC: 17 (T 12, FF 15) **SPD:** 30 ft.
ATK: Scimitar +7/+1 (1d6/18–20); **or** sling +9 (1d4)
SA/SQ: Low-light, resist nature's lure, trackless step, wild emp +11 (+7 magical beasts), wild shape 3/day (S to L animal), woodland stride
SV: Fort +8, Ref +4, Will +10 **AB:** S 10, D 14, Cn 14, I 8, W 18, Ch 12
SK/F: Conc +10, H Animal +10, Lis +5, Spell +7, Spot +5; Oaken Resilience* (1 wild shape: gain plant immunities and stability), Pt Blk Shot
SPELLS: 1st—*mag fang, mag stone* (2), *shill, spk animals*; 2nd—*bark, b's endurance, res energy, briar web** (180 ft., 20-ft. radius, entangled if stand still or 2d6 dmg if attempt actions, DC 16); 3rd—*call lgt* (DC 17), *cure ser, neut poison, spk plants*; 4th—*cmd plants* (DC 18), *fl strike* (DC 18), *disp mag*
POSS: Darkwood breastplate, mwk scimitar, mwk sling w/ 10 bullets, *boots str/spr, cloak resist +1, periapt Wis +2*, 6 goodberries, *5 pot cur mod, Q's feather token (tree)*
CR: 8

Complete Divine

D&D ROLEPLAYING STATS — Illus. Michael Dubisch

Doom Fist Monk (Hobgoblin): LE M Humanoid (Goblinoid) Mnk7

HD: 7 (49 hp) **INIT:** +2
AC: 17 (T 16, FF 15) **SPD:** 50 ft.
ATK: Dragonchain +10 (1d6+4/19–20); **or** unarmed strike +7/+7 **or** +8 (1d8+3, magic)
SA/SQ: Constrict 1d8+4 (dragonchain; grp +12), darkvision 60 ft., evasion, reach 10 ft. (dragonchain), still mind, purity of body, slow fall 30 ft., stun fist 7/day (DC 16), wholeness of body 14
SV: Fort +7, Ref +7, Will +8
AB: S 16, D 14, Cn 15, I 10, W 16, Ch 8
SK/F: Bal +4, Hide +12, Jump +17, Lis +8, M Sil +12, Spot +8, Tmbl +14; Cbt Reflex, Dodge, Imp Disarm
POSS: *Bracers armor +1*, mwk dragonchain*, 2 *pot b's strength*, 3 *pot cure mod*, 2 *pot shld faith +3*, *slippers spider cl*
CR: 7 **ECL:** 8

Red Hand of Doom

Cadaver Collector*: LN L Construct

HD: 17 (123 hp) **INIT:** +4
AC: 29 (T 9, FF 29) **SPD:** 40 ft.
ATK: 2 slams +22 (4d8+10)
SA/SQ: Breath wpn 1/1d4 rds (cone, 30 ft., paralysis 1 min. or until take lethal dmg, Ref 18 neg), construct traits, DR 10/adamantine, darkvision 60 ft., imm magic* (3rd-level or below rebound, sonic *slows* 3 rds, elec breaks *slow* and heals 1d6 per 6 dmg, rust affects normally, stone alteration deals 1d6 dmg/spell lvl), impale 4d8+15 (pin), imp grab (grp +26, impale on pin), reach 10 ft., trample 4d8+15 (Ref 28 half), low-light
SV: Fort +5, Ref +5, Will +8
AB: S 31, D 10, Cn —, I 5, W 16, Ch 14
SK/F: Lis +15, Spot +15; Cleave, Pow Atk
CR: 12

Monster Manual III

Blackguard on Nightmare: LE M Humanoid (Human) Pal7/Blk2

HD: 9 (72 hp) **INIT:** +1
AC: 23 (T 11, FF 22) **SPD:** 40 ft., F 90 ft. (G) mounted; base 20 ft.
ATK: Sword +15/+10 (1d8+6/19–20, magic) *and* 2 nightmare hooves +9 (1d8+4, evil plus 1d4 fire) *and* nightmare bite +4 (1d8+2, evil)
SA/SQ: *Det good*, lay on hands 14, smite good 3/day (+2 atk, +2 dmg), smoke 1/rd (nightmare: cone, 15 ft., –2 atk/dmg 1d6 min., DC 16 neg, concealment), sneak atk +1d6
SV: Fort +12, Ref +5, Will +4 **AB:** S 16, D 12, Cn 14, I 8, W 11, Ch 14
SK/F: Dipl +7, Hide +1, Intim +4, Lis +0, Ride +5, Spot +0; Cleave, Imp Sunder, Pow Atk
SPELLS: 1st—*doom* (DC 11)
POSS: *+1 full plate*, *+1 hvy steel shield*, *+2 longsword*, 2 *pot cure mod*, *pot heroism*, nightmare mount (6 HD, 45 hp, *astral projection/etherealness*), military saddle and harness
CR: 9

Dracolich* (Adult Blue): LE H Undead (Aug Dragon)

HD: 21 (136 hp) **INIT:** +0
AC: 30 (T 8, FF 30) **SPD:** 40 ft., B 20 ft., F 150 ft. (Pr)
ATK: Bite +27 (2d8+8, magic plus paralysis) *and* 2 claws +25 (2d6+4, magic plus paralysis) *and* 2 wings 25 (1d8+4, magic plus paralysis) *and* tail +25 (2d6+12, magic plus paralysis)
SA/SQ: Blindsense 60 ft., breath wpn 1/1d4 rds (line, 100 ft., 12d8 elec, Ref 24 half), DR 5/magic and bludg, darkvision 120 ft., fr pres (180-ft. radius, 20 – HD, Will 24 neg), imm cold, elec, paralysis, pmorph, and sleep, low-light, paralyzing gaze (40 ft.), paralysis (2d6 rds, Fort 24 neg), reach 10 ft. (15 ft. bite), SR 24, undead
SV: Fort +12, Ref +12, Will +15 **AB:** S 27, D 10, Cn —, I 16, W 17, Ch 18
SK/F: Bluff +27, Conc +9, Hide +1, Lis +27, Srch +27, S Mot +26, Spell +27, Spot +27; B-Fight, Cleave, Flyby Atk, Hover, Pow Atk, Snatch, Wingover
SPELLS: Known (6/7/5; CL 5th) 1st—*alarm*, *mag missile*, *ray enfeeble* (+19 rg tch), *shld*; 2nd—*dark*, *cmd undead* (DC 16)
(Spell-Like Abilities) 3/day (CL 5th)—*cr/dest water*, *ventril* (DC 15); 1/3 days (CL 15th)—*ctrl undead* **CR:** 17 *Draconomicon*

Diseased Dire Rat: N M Animal

HD: 6 (32 hp) **INIT:** +3
AC: 15 (T 13, FF 12) **SPD:** 40 ft., C 20 ft.
ATK: Bite +6 (1d6+3 plus disease)
SA/SQ: Disease (filth fever: Fort 15, incub 1d3 days, 1d3 Dex + 1d3 Con), low-light, scent
SV: Fort +6, Ref +7, Will +5
AB: S 14, D 16, Cn 14, I 1, W 12, Ch 4
SK/F: Climb +11, Hide +6, Lis +5, M Sil +5, Spot +5, Swim +11
CR: 1

Blackguard on Nightmare: LE M Humanoid (Human) Pal7/Blk2

Dragonwrought* Kobold: LE S Dragon (Reptilian) Ftr3

HD: 3 (24 hp) **INIT:** +3
AC: 16 (T 14, FF 13) **SPD:** 30 ft., F 30 ft. (Av)
ATK: Spear +7 (1d6+3/×3)
SA/SQ: Darkvision 60 ft., kobold ftr sub level* (1st, 2nd), imm paralysis and sleep, light sensitivity, low-light
SV: Fort +4, Ref +4, Will +4
AB: S 14, D 16, Cn 13, I 10, W 12, Ch 8
SK/F: Hide +9, Intim +5, Lis +1, Srch +2, Spot +3; Diving Charge** (+1d6 dmg when charge at least 30 ft. and dive at least 10 ft.), Dodge, Dragon Wings* (gliding flight)
POSS: Leather, spear, 3 *pot cure mod*, wyrm ditherbomb* (1d6×1d8 acid, 15-ft. radius; Ref 15 half)
CR: 3

Races of the Dragon; **Races of the Wild*

Displacer Beast Pack Lord: LE H Magical Beast

HD: 18 (192 hp) **INIT:** +1
AC: 17 (T 9, FF 16) **SPD:** 40 ft.
ATK: 2 tentacles +25 (1d8+8) *and* bite +19 (2d6+4)
SA/SQ: Darkvision 60 ft., displacement (50% miss chance), low-light, reach 10 ft. (20 ft. tentacles), resist rg atk (+2 saves)
SV: Fort +16, Ref +14, Will +9
AB: S 26, D 13, Cn 20, I 5, W 12, Ch 8
SK/F: Hide +10, Lis +3, M Sil +6, Spot +10; Cbt Reflex, Dodge
CR: 12

Bluespawn Godslayer*: LE H Monstrous Humanoid (Dragonblood*)

HD: 12 (150 hp) **INIT:** –2
AC: 23 (T 6, FF 23) **SPD:** 30 ft.
ATK: Sword +23/+18/+13 (3d8+12/19–20 plus 2d6 elec) *and* bite +15 (2d6+5 plus 2d6 elec)
SA/SQ: DR 10/chaotic, darkvision 60 ft., dragon slayer* (+2d6 dmg against dragons or dragonblood), imm elec, paralysis, and sleep, outsider slayer* (+2d6 dmg against outsiders), reach 15 ft., SR 20
SV: Fort +11, Ref +6, Will +8
AB: S 30, D 6, Cn 25, I 9, W 11, Ch 10
SK/F: Climb +15, Jump +15, Lis +2, Spot +3; Awesome Blow, Imp Bull Rush, Pow Atk
POSS: *+2 bastard sword*, hvy dragon skull shield
CR: 11

Monster Manual IV

Wererat Rogue (Hybrid Form): LE M Humanoid (Hum, Shapechanger) Rog3

HD: 4 (25 hp) **INIT:** +6
AC: 18 (T 16, FF 12) **SPD:** 30 ft.
ATK: Rapier +9 (1d6+2/18–20) *and*
bite +3 (1d6+1 plus disease)
SA/SQ: Alt form (human or dire rat), DR 10/silver, disease (filth fever: bite, Fort 14 neg, incub 1d3 days, 1d3 Dex/1d3 Con), evasion, low-light, lycanthropy (Fort 15 neg), rat empathy, scent, sneak atk +2d6, trap sense +1, trapfinding
SV: Fort +6, Ref +11, Will +6
AB: S 14, D 22, Cn 14, I 13, W 12, Ch 8
SK/F: Bal +8, Bluff +5, Climb +6, D Dev +9, Hide +13, Jump +10, Lis +9, M Sil +13, Open L +14, Srch +7, Spot +10, Swim +14, Tmbl +14; Dodge
POSS: Rapier, 2 *elixir sneak*, 2 *pot cure mod*, 2 *pot invis*, mwk thieves' tools
CR: 5
ECL: 7

Hobgoblin Talon of Tiamat: LE M Humanoid (Goblinoid) Ftr5/Tal1*

HD: 6 (48 hp) **INIT:** +3
AC: 19 (T 13, FF 16) **SPD:** 30 ft.
ATK: Mace +10 (1d8+6); **or**
javelin +10 rg (1d6+3)
SA/SQ: Breath wpn 1/day
(cone, 30 ft., 3d6 cold, Ref 13 half), darkvision 60 ft.
SV: Fort +8, Ref +6, Will +3
AB: S 16, D 16, Cn 14, I 12, W 10, Ch 8
SK/F: Bluff +3, Intim +7, Lis +0, M Sil +6, Spot +1; Close-Quarters Fighting* (AoO against grapple, add dmg to grp check), Dragonthrall* (+4 Bluff, +2 Ride dragons, +4 saves evil dragon frightful presence, –2 saves dragon ench), Leader 6
POSS: +1 *chain shirt*, *am nat armor* +1, mwk hvy mace, 3 javelins, 2 *pot cure mod*, 2 *pot heroism*
CR: 6 **ECL:** 7

**Draconomicon:* Tal = talon of Tiamat prestige class

Dread Warrior*: NE M Undead (Aug Hum [Human] Ftr4)

HD: 4 (30 hp) **INIT:** +1
AC: 17 (T 11, FF 17) **SPD:** 20 ft.
ATK: Axe +10 (1d8+8/×3)
SA/SQ: Darkvision 60 ft., poor comprehension (5% chance/word over 12 to misunderstand instructions and become confused), undead traits
SV: Fort +4, Ref +2, Will +3
AB: S 18, D 13, Cn —, I 6, W 10, Ch 4
SK/F: Climb +3, Jump +4, Lis +0, Spot +4; Dodge, Pow Atk
POSS: Mwk banded mail, mwk battleaxe
CR: 4

**Lost Empires of Faerûn*

Poison Dusk Lizardfolk*: NE S Humanoid (Reptilian) Rgr1

HD: 1 (9 hp) **INIT:** +1
AC: 16 (T 13, FF 14) **SPD:** 30 ft.
ATK: Sword +3 (1d6+1/19–20 plus poison) *and* bite +1 (1d3); **or**
bow +4 (1d4/×3 plus poison); **or**
bolas +4 rg (1d3+1 nonlethal or rg trip)
SA/SQ: Fav enemy (+2 humans), hold breath 48 rds, low-light, poison (black adder venom: Fort 11, 1d6 Con/1d6 Con), poison use, wild emp –1 (–5 magical beasts)
SV: Fort +3, Ref +4, Will +0
AB: S 12, D 15, Cn 12, I 8, W 11, Ch 7
SK/F: Bal +6, Climb +5, Hide +15, Jump +5, Lis +0, M Sil +6, Spot +4, Surv +4, Swim +4; Track
POSS: Longsword, shortbow w/ 20 arrows, 5 doses black adder venom
CR: 1/2

**Monster Manual III*

Kobold Zombie: NE S Undead

HD: 2 (16 hp) **INIT:** +0
AC: 13 (T 11, FF 13) **SPD:** 30 ft. (can't run)
ATK: Spear +1 (1d6/×3); **or**
slam +1 (1d4)
SA/SQ: DR 5/slashing, darkvision 60 ft., single actions only, undead traits
SV: Fort +0, Ref +0, Will +3
AB: S 11, D 11, Cn —, I —, W 10, Ch 1
SK/F: Listen +0, Spot +0
POSS: Spear
CR: 1/2

Eldritch Giant*: NE H Giant

HD: 25 (337 hp) **INIT:** +1
AC: 32 (T 9, FF 31) **SPD:** 35 ft.
ATK: Sword +33/+28/+23/+18 (3d8+16/19–20)
SA/SQ: Eldritch mastery* (use magic items as wizard), low-light, reach 15 ft.
SV: Fort +23, Ref +9, Will +19
AB: S 42, D 12, Cn 28, I 18, W 16, Ch 12
SK/F: Conc +37, Lis +21, S Mot +31, Spell +34, Spot +21; Cleave, Gr Cleave, Pow Atk
SPELLS: (Spell-Like Abilities, CL 20th) At will—*det mag*, quick *gr disp mag*, emp *mag missile*; 3/day—quick *dim door*, *globe invuln*
POSS: Full plate, hvy steel shield, bastard sword
CR: 15

**Monster Manual III*

Witchknife*: NE M Monstrous Humanoid

HD: 9 (31 hp) **INIT:** +7
AC: 18 (T 13, FF 15) **SPD:** 30 ft.
ATK: Spear +10/+5 (1d6/×3); **or**
spear +12 rg (1d6/×3)
SA/SQ: Low-light, resist fire 5, sneak atk +2d6, vuln sonic
SV: Fort +4, Ref +9, Will +10
AB: S 11, D 17, Cn 9, I 12, W 14, Ch 16
SK/F: Conc +11, Dipl +5, Hide +10, Lis +2, S Mot +7, Spot +10
SPELLS: (Spell-Like Abilities; CL 9th) At will—*cmd* (DC 16), *msg*, *silence* (self only; dismiss as free action); 1/day—*gr cmd* (DC 18)
POSS: Mwk studded leather, mwk lt steel shield, mwk shortspear, 2 shortspears
CR: 4
ECL: 12

**Monster Manual III*

Large Green Dragon (Juvenile): LE L Dragon (Air)

HD: 14 (133 hp) **INIT:** +4
AC: 22 (T 9, FF 22) **SPD:** 40 ft., F 150 ft. (Pr), S 40 ft.
ATK: Bite +17 (2d6+4) *and*
2 claws +15 (1d8+2) *and*
2 wings +15 (1d6+2) *and*
tail +15 (1d8+6)
SA/SQ: Blindsight 60 ft., breath wpn 1/1d4 rds (cone, 40 ft., 8d6 acid, Ref 20 half), darkvision 120 ft., imm acid, paralysis, and sleep, low-light, water breath
SV: Fort +12, Ref +9, Will +11
AB: S 19, D 10, Cn 17, I 14, W 15, Ch 14
SK/F: Bluff +19, Conc +20, Intim +21, Lis +21, M Sil +17, Srch +19, Spot +19; Hover, Pow Atk
SPELLS: Known (5/4; CL 1st) 0—*det mag*, *flare* (DC 12), *ray frost* (+13 rg tch), *r mag*; 1st—*mag missile*, *shld*
CR: 8 **ECL:** 20

Greenspawn Razorfiend*: LE L Magical Beast (Dragonblood*)

HD: 10 (85 hp) **INIT:** +7
AC: 19 (T 12, FF 16) **SPD:** 50 ft., S 50 ft.
ATK: 2 wingblades +15 (2d6+6/19–20/×3, magic) *and*
bite +10 (1d8+3, magic)
SA/SQ: Breath wpn 1/1d4 rds
(cone, 20 ft., 5d6 acid, Ref 18 half), DR 5/magic, darkvision 60 ft., imm acid, paralysis, and sleep, low-light, water breath
SV: Fort +10, Ref +10, Will +5
AB: S 22, D 17, Cn 16, I 12, W 15, Ch 12
SK/F: Jump +27, Lis +15, Spot +15, Swim +14; Dodge, Mobil, Spring Atk
CR: 7

**Monster Manual IV*

Large Fang Dragon* (Juvenile): CN L Dragon

HD: 12 (114 hp) **INIT:** +0
AC: 20 (T 9, FF 20) **SPD:** 60 ft., F 120 ft. (Pr)
ATK: Bite +15 (2d8+4/19–20 plus Con drain) *and*
2 claws +13 (2d6+2) *and*
2 wings +13 (1d8+2) *and*
tail +13 (2d6+6)
SA/SQ: Blindsense 60 ft., Constitution drain (bite, 1d4 Con, Fort 16 neg), darkvision 120 ft., imm paralysis and sleep, low-light, reach 10 ft. (bite), SR 16, trip (claw or tail, +8, no AoO)
SV: Fort +11, Ref +8, Will +10
AB: S 19, D 10, Cn 17, I 10, W 15, Ch 10
SK/F: Conc +18, Lis +19, Srch +15, Spot +19, Use Mag Dev +15; Imp Bull Rush, Pow Atk
SPELLS: (Spell-Like Abilities; CL 4th) At will—*det mag, r mag*; 2/day—*shld, tkinesis*; 1/day—*disp mag, glob invuln, sp turn*
CR: 6 **ECL:** 17 **Draconomicon*

Demonic Gnoll Archer: CE M Humanoid (Extraplanar, Gnoll) Rgr3/Bbn1

HD: 6 (56 hp) **INIT:** +3
AC: 19 (T 13, FF 16) **SPD:** 30 ft.
ATK: Sword +11 (1d8+6/19–20); **or**
bow +8/+8 rg or +10 rg (1d8+4/×3)
SA/SQ: DR 5/magic, darkvision 60 ft., fav enemy (elves +2), rage 1/day (8 rds, +4 Str, +4 Con, +2 Will, –2 AC), resist cold 5 and fire 5, smite good 1/day (+6 dmg), SR 11, wild emp +1 (–3 magical beasts)
SV: Fort +11, Ref +6, Will +2
AB: S 19, D 16, Cn 16, I 8, W 12, Ch 6
SK/F: Hide +6, Intim +4, Lis +3, M Sil +6, Spot +4; Endur, Pt Blk Shot, Pow Atk, Rap Shot, Track
POSS: Mwk breastplate, mwk comp longbow (+4 Str bonus) w/ 20 arrows, mwk longsword, 3 *pot cure mod*
CR: 5
ECL: 7

Blackspawn Exterminator*: CE M Monstrous Humanoid (Dragonblood*) Nin2*

HD: 10 (85 hp) **INIT:** +8
AC: 18 (T 15, FF 15) **SPD:** 40 ft.
ATK: Sword +14/+9 (1d6+5/19–20, magic)
SA/SQ: Breath wpn 1/1d4 rds (line, 40 ft., 5d4 acid, Ref 18 half), DR 5/magic or good, darkvision 60 ft., ghost step* (1 *ki* use, invis 1 rd), imm acid, paralysis, and sleep, *ki* power* 3/day, low-light, sudden strike* +1d6 (as sneak atk except when flanking), trapfinding
SV: Fort +6, Ref +14, Will +10
AB: S 18, D 19, Cn 18, I 10, W 15, Ch 6
SK/F: Bal +6, Hide +9, Jump +10, Lis +9, M Sil +9, Spot +9, Srv +4, Tmbl +9; Pow Atk, Track
POSS: *Ring prot +1, +1 short sword, oil mag wpn, pot cure mod, 2 pot invis, pot prot good*
CR: 6
ECL: 13
**Monster Manual IV; **Complete Adventurer*: Nin = ninja class

Magma Hurler*: CE M Elemental (Earth, Extraplanar, Fire)

HD: 4 (46 hp) **INIT:** +1
AC: 15 (T 11, FF 14) **SPD:** 20 ft.
ATK: Slam +11 (1d6+12); **or**
magma rock +5 rg (3d10+8 plus 1d6 fire)
SA/SQ: Darkvision 60 ft., elemental traits, imm fire, vuln cold
SV: Fort +11, Ref +5, Will +4
AB: S 26, D 13, Cn 24, I 7, W 12, Ch 11
SK/F: Lis +5, Spot +4
CR: 3

**Miniatures Handbook*

Huge Fiendish Spider: NE H Magical Beast (Extraplanar)

HD: 8 (52 hp) **INIT:** +7
AC: 16 (T 11, FF 13) **SPD:** 30 ft., C 20 ft.
ATK: Bite +8 (2d6+6, magic plus poison); **or**
web +7 rg touch (entangle)
SA/SQ: DR 5/magic, darkvision 60 ft., poison (Fort 16, 1d8 Str/1d8 Str), reach 10 ft., resist cold 10 and fire 10, smite good 1/day (+8 dmg), SR 13, thrown web 8/day (16 hp, Esc DC 16, break DC 20), tremorsense 60 ft., vermin traits
SV: Fort +8, Ref +7, Will +4
AB: S 19, D 17, Cn 14, I 3, W 10, Ch 2
SK/F: Climb +12, Hide +10 (+14 in web), Jump +4, Lis +0, M Sil +3 (+8 in web), Spot +4
CR: 7

Cleric of Laogzed (Troglodyte): CE M Humanoid (Reptilian) Clr4

HD: 6 (54 hp) **INIT:** +2
AC: 15 (T 8, FF 15) **SPD:** 30 ft.
ATK: Spear +6 (1d8+1/×3, magic) *and*
claw +3 (1d4) *and* bite +3 (1d4); **or**
spear +3 rg (1d8+1/×3)
SA/SQ: Darkvision 90 ft., stench (30 ft., sicken living nontroglodytes 10 rds, Fort 13 neg), rebuke undead 5/day (+4, 2d6+6, 4th)
SV: Fort +8, Ref –2, Will +6
AB: S 13, D 6, Cn 14, I 10, W 16, Ch 14
SK/F: Conc +9 (+13 cast def), Hide +2 (+6 underground), Lis +3, Spell +2, Spot +3
SPELLS: 0—*det mag* (2), *r mag, resist* (2); 1st—*bane* (DC 14), *bless* (2), *mag wpn, prot good*; 2nd—*b's endurance, hold per* (2; DC 15), *shatter* (DC 15). Domains: Chaos, Evil
POSS: Armor scales (count as padded), *+1 shortspear*, mwk shortspear, 3 *pot cure mod, pearl power* (1st), scroll *disp mag*
CR: 5 **ECL:** 8

Mountain Troll*: CE H Giant

HD: 15 (217 hp) **INIT:** +1
AC: 22 (T 9, FF 21) **SPD:** 30 ft.
ATK: Greatclub +16/+11/+6 (3d8+28)** *and* bite +11 (1d8+11)**; **or**
2 claws +16 (1d8+17)** *and* bite +11 (1d8+11)**
SA/SQ: Darkvision 90 ft., fast heal 9, knockdown (trip, wpn or claw, +20, no AoO), low-light, reach 15 ft., scent, stability (+4 save bull rush, trip while standing)
SV: Fort +19, Ref +6, Will +7
AB: S 35, D 12, Cn 31, I 6, W 11, Ch 6
SK/F: Hide –7 (+1 mountains), Lis +11, Spot +11; Awesome Blow, Cleave, Imp Bull Rush, Pow Atk
POSS: Greatclub
CR: 10
ECL: 20

**Monster Manual III; ***includes pow atk –5

Hunting Hyena: N M Animal

HD: 3 (19 hp) **INIT:** +2
AC: 14 (T 12, FF 12) **SPD:** 50 ft.
ATK: Bite +4 (1d6+3)
SA/SQ: Low-light, scent, trip (bite, +2, no AoO)
SV: Fort +5, Ref +5, Will +2
AB: S 14, D 15, Cn 15, I 2, W 13, Ch 6
SK/F: Hide +3 (+7 tall grass/undergrowth), Lis +6, Spot +5; Pow Atk
CR: 1

Cloudreaver: CE M Humanoid (Human) Ftr2

HD: 2 (17 hp) **INIT:** +2
AC: 13 (T 12, FF 11) **SPD:** 30 ft.
ATK: Scimitar +6 (1d6+2/18–20)
SV: Fort +4, Ref +2, Will +1
AB: S 15, D 14, Cn 13, I 10, W 12, Ch 8
SK/F: Climb +7, Intim +4, Jump +7, Lis +1, Spot +1; Dodge, Mobil, Pow Atk
POSS: *Bracers armor +1*, mwk scimitar, antitoxin, 2 tanglefoot bags
CR: 2

Tundra Scout*: CE L Giant (Cold)

HD: 14 (161 hp) **INIT:** +1
AC: 23 (T 10, FF 22) **SPD:** 40 ft.
ATK: Spear +18/+13 (2d8+13/×3) **or** 2 slams +18 (1d4+9) *and* mastodon slam +20 (2d8+11) *and* 2 mastodon stamps +15 (2d6+5); **or** mastodon gore +20 (3d8+16); **or** rock +8/+8 rg (2d6+9)
SA/SQ: Imm cold, low-light, reach 10 ft. (15 ft. only, longspear), rock catching, trample 2d12+16 (mastodon, Ref 28 half), vuln fire
SV: Fort +16, Ref +5, Will +7 **AB:** S 28, D 13, Cn 24, I 12, W 17, Ch 8
SK/F: Climb +9, Hide +6 (+8 snow), Lis +3, M Sil +5, Spot +10, Surv +7; Pt Blk Shot, Quick D, Track
POSS: Mwk chain shirt, longspear, bag w/ 3 rocks, camouflage cloak, mastodon** mount (160 hp, AC 16), military saddle and harness
CR: 11 **EL:** 18

*Frostburn; **Monster Manual III*

Small Fire Elemental: N S Elemental (Extraplanar, Fire)

HD: 2 (9 hp) **INIT:** +5
AC: 15 (T 12, FF 14) **SPD:** 50 ft.
ATK: Slam +3 (1d4 plus 1d4 fire)
SA/SQ: Burn, darkvision 60 ft., elemental traits, imm fire, vuln cold
SV: Fort +0, Ref +4, Will +0
AB: S 10, D 13, Cn 10, I 4, W 11, Ch 11
SK/F: Lis +2, Spot +3; Dodge
CR: 1

Ogre Skirmisher: CE L Giant Sct6*

HD: 10 (78 hp) **INIT:** +6
AC: 15 (T 10, FF 15) **SPD:** 50 ft.
ATK: Greatclub +13/+8 (2d8+9); **or** javelin +7 (1d8+6)
SA/SQ: Darkvision 60 ft., evasion, flawless stride* (full spd in diff terrain), low-light, reach 10 ft., skirmish* +2d6 dmg/+1 AC (must move 10 ft.), trackless step, trapfinding, uncanny dodge
SV: Fort +10, Ref +7, Will +4
AB: S 23, D 13, Cn 16, I 10, W 10, Ch 6
SK/F: Hide +12, Jump +16, Lis +7, M Sil +12, Srch +10, S Mot +6, Spot +7, Surv +10, Tmbl +11; Dodge, Mobil, Spring Atk
POSS: Greatclub, javelin, *boots elvenkind, cloak elvenkind, dust disappearance, 5 pot cure ser, spool endless rope**
CR: 11 **ECL:** 14

Complete Adventurer: Sct = scout class

Twig Blight*: CE S Plant

HD: 1 (5 hp) **INIT:** +1
AC: 15 (T 12, FF 14) **SPD:** 20 ft.
ATK: 2 claws +0 (1d3–1 plus poison)
SA/SQ: DR 5/bludg or slash, low-light, plant traits, poison (Fort 11 neg, 1 Str/—)
SV: Fort +3, Ref +1, Will +0
AB: S 8, D 13, Cn 12, I 5, W 11, Ch 4
SK/F: Hide +8, Lis +1, M Sil +4, Spot +1
CR: 1/3
EL: 3

Monster Manual II

Sorcerer on Black Dragon: CE M Humanoid (Human) Sor10

HD: 10 (47 hp) **INIT:** +2
AC: 18 (T 14, FF 16)* **SPD:** 60 ft., F 150 ft. (Pr), S 60 ft. mounted; base 30 ft.
ATK: Dragon bite +28 (2d8+8, magic) *and* 2 dragon claws +26 (2d6+4, magic) *and* 2 dragon wings +26 (1d8+4, magic) *and* dragon tail +26 (2d6+12, magic)
SA/SQ: Breath wpn 1/1d4 rds (dragon: line, 100 ft., 14d4 acid, Ref 26 half), crush (dragon: 2d8+12, Ref 26 or be pinned, grp +38), frightful presence (dragon: 210 ft., HD 21 or fewer, Will 23 neg), reach 10 ft. (dragon; 15 ft. bite)
SV: Fort +7, Ref +5, Will +7 **AB:** S 8, D 14, Cn 14, I 12, W 10, Ch 18
SK/F: Conc +15 (+19 cast def), H Animal +10, Lis +2, Ride +9, Spell +8, Spot +6; Max Spell, Mount Arch, Mount Cbt, Ride-by Atk
SPELLS: Known (6/7/7/7/6/3) 1st—*chill tch* (+4 tch, DC 15), *exp retreat, mag armor**, *mag missile, shld*; 2nd—*invis, M's acid arrow* (+7 rg tch), *prot arrows, scorch ray* (+7 rg tch); 3rd—*disp mag, lgt bolt* (DC 17), *prot energy*; 4th—*burning blood*** (200 ft., 1d8 acid + 1d8 fire/rd, DC 18 neg 1 rd), *pmorph*; 5th—*hold mon* (DC 19)
POSS: *Ring prot* +2, *cloak Cha* +2, 3 *pot cure mod*, mature adult black dragon mount (253 hp, AC 29, DR 10/magic, SR 21, Sor5), military saddle and harness
CR: 14

**mag armor* already cast; ***Complete Arcane*

Redspawn Firebelcher*: CE L Magical Beast (Dragonblood*, Fire)

HD: 8 (84 hp) **INIT:** –1
AC: 18 (T 8, FF 18) **SPD:** 40 ft., S 30 ft.
ATK: Bite +12 (2d6+6, magic plus 1d6 fire)
SA/SQ: DR 5/magic, darkvision 60 ft., fire belch* 1/1d4 rds (60 ft., +7 rg tch, 6d6 fire and 3d6 fire splash, Ref 19 half), imm fire, paralysis, and sleep, low-light, vuln cold
SV: Fort +11, Ref +5, Will +2
AB: S 19, D 8, Cn 21, I 2, W 11, Ch 6
SK/F: Lis +5, Spot +6, Swim +12; Pow Atk
CR: 6

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Whitespawn Hordeling*: CE S Monstrous Humanoid (Cold, Dragonblood*)

HD: 2 (13 hp) **INIT:** +0
AC: 13 (T 11, FF 13) **SPD:** 40 ft., F 20 ft. (Cl)
Atk: Sword +3 (1d4/19–20); **or** sword +1/+1 (1d4/19–20) *and* bite +1 (1d4); **or** dart +3 rg (1d3)
SA/SQ: Breath wpn 1/1d4 rds (cone, 15 ft., 1d6 cold, Ref 13 half), darkvision 60 ft., imm cold, vuln fire
SV: Fort +2, Ref +3, Will +2
AB: S 11, D 10, Cn 14, I 4, W 9, Ch 9
SK/F: Bal +10, Climb +5, Lis –1, Spot –1
POSS: 2 short swords, 4 darts
CR: 1
EL: 2

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Stirge: N T Magical Beast

HD: 1 (5 hp) **INIT:** +4
AC: 16 (T 16, FF 12) **SPD:** 10 ft., F 40 ft. (Av)
ATK: Touch +7 (attach)
SA/SQ: Attach (touch, AC 12, blood drain), blood drain (1d4 Con/rd), darkvision 60 ft., low-light, reach 0 ft.
SV: Fort +2, Ref +6, Will +1
AB: S 3, D 19, Cn 10, I 1, W 12, Ch 6
SK/F: Hide +14, Lis +4, Spot +4
CR: 1/2

Small Black Dragon (Very Young): CE S Dragon (Water)

HD: 7 (52 hp) **INIT:** +0
AC: 17 (T 11, FF 17) **SPD:** 60 ft., F 100 ft. (Av), S 60 ft.
ATK: Bite +9 (1d6+1) *and* 2 claws +7 (1d4)
SA/SQ: Blindsense 60 ft., breath wpn 1/1d4 rds (line, 40 ft., 4d4 acid, Ref 14 half), darkvision 120 ft., imm acid, paralysis, and sleep, low-light, wtr breath
SV: Fort +6, Ref +5, Will +5
AB: S 13, D 10, Cn 13, I 8, W 11, Ch 8
SK/F: Hide +14, Lis +12, M Sil +10, Srch +9, Spot +12, Swim +9; Hover
CR: 4
ECL: 10

YUAN-TI HALFBLOOD SORCERER: CE M Monstrous Humanoid Sor8

HD: 15 (66 hp) **INIT:** +7

AC: 17 (T 13, FF 14) **SPD:** 30 ft.

ATK: Dagger +13/+8/+5 (1d4+1/19–20) *and*
bite +8 (1d6+1 plus 2d6 acid plus poison)

SA/SQ: Darkvision 60 ft., det poison at will (CL 6th), poison (Fort 14 neg, 1d6 Con/1d6 Con), scent, SR 16, yuan-ti halfblood traits

SV: Fort +10, Ref +12, Will +20 **AB:** S 13, D 15, Cn 12, I 20, W 22, Ch 22

SK/F: Bluff +20, Conc +19 (+23 cast def), Hide +25, Lis +18, S Mot +10, Spell +18, Spot +18; B-Fight, Cbt Expert, Dodge, Pow Atk

SPELLS: Known (6/8/8/6/4) 1st—*mag armor, exp retr, mag missile, shld, ray enfeeble* (+14 rg tch); 2nd—*M's acid arrow* (+14 rg tch), *invis, razorscales** (personal, lethal grp dmg); 3rd—*disp mag, fly, handfang*** (personal, melee tch 1d8 dmg); 4th—*serpent arrow*** (8 projectiles, T vipers), *venom bolt*** (line, 100 ft., 2d8 acid, Ref 20 half plus paralysis 1d4+1 rds, Fort 20 slow 1 rd; yuan-ti immune)

POSS: Dagger, *cloak resist +3, pearly white Ioun stone,* scroll *disint* (DC 19)

CR: 13 **EL:** 20 **Serpent Kingdoms*

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